

PIRATE PETE

BY ATARI

#Insert your 1200 game cartridge in the Atari II and you are ready, set, go! For more fun, turn down the volume to the center of the console, but do not turn it. Then press the POWER switch on. For your owners manual, see further details.

GAME PLAY

#At any time taking place aboard your pirate ship and two hungry pirates have kidnapped your lady friend taken her to Pirate Cove. They'll take her into camp if you don't rescue her quickly!

#To rescue your friend, you'll need to make your way past five obstacles: a pirate ship where you'll jump from rope to rope, a sea filled with open-jawed sharks, a landslide of boulders, and a hungry pirate camp where your friend hangs suspended over a sizzling pot of soup. Use your joystick to swim through the sea and to run and fly fast. Push the red fire buttons to jump and to use your back against the sharks (see USB4G THE CONTROLLER for details).

#If you'll score points as you overcome obstacles, and you'll also score bonus points for rescuing your friend.

#To win, you'll have to win at the end of the game. At 10,000 points you are given one extra life. If you survive that long.

#When you begin the game you have 500 seconds to complete your rescue mission. A timer counts down the seconds as you play. The timer you rescue your friend and the more bonus points you'll win - or don't survive.

The obstacles you'll face are:

PIRATE SHIP

#To cross the pirate ship, use your joystick to swim from rope to rope. At higher levels of gameplay, enemies appear on some of the ropes. Avoid the enemies by jumping above or below them. If you touch one, you'll be taken off the rope.

SHARK SEA

#The sea is filled with schools of open-jawed sharks. To survive you'll have to either swim out of their way or slash them with your back. Sharks swimming near the bottom are worth more points than those swimming near the surface. To win, slash a shark if it's open or partially open. But beware of big sharks with its mouth fully open - your back will be broken against it. If you can manage to slash a shark it will turn into bonus and time away.

#While swimming underwater you'll need to keep an eye on your timer. If you're still underwater when the timer runs out, you'll lose a life.

#Watch out for the Mysterious Muck that bubbles up from the seabed. If the Muck reaches you, you'll float helplessly to the surface and will be defeated against the sharks. The effects of the Muck last only for a short period - if a shark doesn't get you while you're under attack, you'll recover and can continue swimming.

BOULDER FIELD

#As you cross the sea you'll encounter a mountain of boulders.

#To avoid the sea's boulders by jumping over or sliding beneath them. Avoid the larger boulders by jumping over, running beneath, or sliding beneath them.

PIRATE CAVE

#Jump over the two hungry pirates to reach your friend. She's hanging just above the a sizzling pot of soup. After you pass

the hangary points you must jump onto the rope that is holding your friend. Be careful! If you don't time your jump correctly, you'll fall into the pit.

AFTER THE RESCUE

After a training session with your friend, you return to the Pirate Bay for the next level of game play. The game becomes increasingly difficult as you move on to higher levels. You can continue playing until you run out of players, or until the timer runs out.

USING THE CONTROLLERS

#Plug one USB controller firmly into jack 1 for one player game; plug a second controller into jack 2 for two-player game. The player using jack 1 controls the game selection and starts the game.

#Press the fire buttons to jump over boulders and onto ropes, or to use your knife in Shark Sea. A button fire button will repeat any function as long as it remains pressed; a top fire button will perform a function only once each time the button is pressed.

#Use your controller to maneuver through these sections of the game's adventure.

PIRATE SHIP – Use a top fire button to jump from rope to rope.

SHARK SEA – Use your joystick to convert any direction in the sea. Use jump and fire button to stab sharks.

BOULDER FIELD – Use your joystick to run right or left. To duck beneath a boulder, simply pull back on the joystick. Jump over boulders by pressing any red fire button – jump even higher by pushing your joystick forward before you jump.

PIRATE COVE – Use your joystick to move right and left. Use any red fire button to jump over the hangary points and to leap onto the rope that is holding your friend.

CONTROL KEYS

#Press **START** to begin the game. Press **PAUSE** to freeze the action until the press **START** to unfreeze the action. Press **PAUSE** and then **RESET** to return to the option screen during gameplay.

GAME OPTIONS

#There are three skill levels in PIRATE PITE: voluntary, captain and advanced. In the voluntary skill level, you're given six lives at the start of the game; in the captain and advanced skill levels, you're given three lives. The advanced skill level also starts with a more difficult level of gameplay than the captain or voluntary skill levels.

#Press the # key to choose the appropriate skill level. To see a demonstration of game play, press the 1 on your keyboard.

#Press **PAUSE** and then **RESET** to return to the option screen during game play in order to select a new game level.

#Press the ^ key to select a one player or two player game. When you've selected the appropriate game option, press **START** to begin the game.

SCORING

Jumping to a rope	100 points
Shooting a shark	100 points (dead) zero
(upper row)	200 points (open) zero
Shooting a shark	200 points (dead) zero
(lower row)	200 points (open) zero
Clearing under a boulder	50 points
Clearing under a boulder	100 points

Jumping over a boilder	200 points
Jumping over a pirate	200 points

BOUNUSES

Survive 1h	at 10,000 points
Reaching your friend	for a new value
Each time you visit a section of the pirate adventure	500 points

STRATEGY

- The easier you escape your life and the more bonuses you'll receive. The pirate ship can be especially hard containing no pirates jumping from rope to rope as quickly as possible.
- If a rope is occupied by a party member, wait until it starts up to the top before reaching your pump.
- A shark's vulnerability is particularly vulnerable, up to come from beneath when attacking you.
- If you want to conserve lives, simply avoid the sharks instead of attacking them.
- For an extra life when jumping over boilders and pirates, push the joystick forward before you jump. Not only will you jump higher, but you'll also stay alive longer.
- Sometimes you'll find a large boilder rolling faster than a small boilder. Try to time your jump so that you jump over both at the same time.
- Save your jumps over the painted sharks as you reach your friend when she's descending towards the pit. If you jump when she's too high, you'll fall into the trap!